STOCK MARKET GAME

PROJECT CHARTER

Version *1.1*
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Authors:

DOCUMENT CONTROL

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	Lindsay Chung				First Draft

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INTRODUCTION

PURPOSE OF THE PROJECT

The *Stock Market Game* project charter documents and tracks the necessary information required by decision maker(s) to approve the project for funding. The project charter should include the needs, scope, justification, and resource commitment as well as the project's sponsor(s) decision to proceed or not to proceed with the project. It is created during the Initiating Phase of the project.

The intended audience of the *Stock Market Game* project charter is the project sponsor and senior leadership.

A decision has been made to implement the stock market game as a website as it is the most convenient and accessible on multiple platforms. The project is expected to take 3 months with a budget of _____.

PROJECT OBJECTIVES

The project team will deliver a stock market game to introduce budding investors to learn the risks and opportunities that share market-trading presents. This project aims to make a complete and functioning game that acts as a stock market simulator to prepare users for real-life stock markets. The money used in the game will be bogus money so no real money is to be included.

The website that will be hosted will allow players to interact with the game via buying and selling market shares in a simulated environment with a user friendly GUI, where players who have a greater investment understanding or experience will be more successful in comparison to players who are weaker in skill. The database will change and update stock market prices every week and players' decisions will affect their ingame assets as well as their score in the leaderboard, where their progress is recorded and saved by the website's database.

The website will be hosted on ___ servers

OVERVIEW

REVIEW

The *Stock Market Game* is primarily based on giving players(budding investors) and market-investment simulation environment based on the real world in order to give players an interactive experience, that will provide players with a learning experience through their actions in the game.

OBJECTIVES

The objectives of the *Stock Market Game* are as follows:
- Program/Code a stock market game
- Develop a website for the game
- Attract potential budding investors to participate in the game

- Allow players to play in a fair and balanced environment
- Allow players to learn about the risks and opportunities in an emulated investment environment

MAJOR DELIVERABLES

The following table presents the major deliverables that the project's product, service or result must meet in order for the project objectives to be satisfied.

Major Deliverable	Deliverable Description
Hardware Deployment	Servers that will be hosting the Web Application for players and admin to connect
Web Application Deployment	The interactive webpage for players to participate and save progress

BOUNDARIES

DURATION

TIMELINE

BUDGET ESTIMATE

ESTIMATE

RACI MATRIX

Responsible	R	Developer
Accountable	A	Developer/Tester
Consulted	C	SCRUM Master
Informed	I	Product Owner

Step	Project Task/Role	SCRUM Master	Product Owner	Developer	Developer/ Tester
1.	Initiating & requirements Analysis Phase				
1.1	Identify purpose and scope of project	C	I		
1.2	Project Feasibility Analysis	C	I		
1.3	Determine function/non-functional requirements		I		
1.4	Determine software/hardware requirements		I	R	
1.5	Communicate with Client		I		
1.6	Develop Project Charter	C	I		
1.7	Finalize	C			

	contract and sign off				
2	Planning / Design Phase				
2.1	User Stories/Cases				A
2.2	User Requirements specifications				A
2.3	Software Requirements specification				A
2.4	Reporting Requirements		I		
2.5	Create Website Mockups/GUI design				A
2.6	Design backend Database				A
2.7	Research and determine suitable server				A
2.8	Procure Web Server				A
3	Development Phase				
3.1	Develop web pages			R	

3.2	Develop Website Database			R	
3.3	Fetch API from ASX for updating stock exchanges			R	
3.4	Develop admin accounts/privileges			R	
4	Closing and Testing Phase				
4.1	Showcase and obtain Client acceptance	C			
4.2	Test website performance and functionality				A

ASSUMPTIONS, CONSTRAINTS AND RISKS

ASSUMPTIONS

This section identifies the statements believed to be true and from which a conclusion was drawn to define this project charter.

1.

CONSTRAINTS

1.

RISKS

FAILURE MODE AND EFFECT ANALYSIS (FMEA)

Risks	Severity	Likelihood	Detection	RPN

RISKS AND CONTINGENCY PLAN

Risk	Contingency Plan
Stock Price feed goes down	● Backup feed
Chosen Cloud server provider closes down	● Keep physical copy of contract/agreement with the cloud provider for accountability purposes. ● Have a selected backup cloud provider option in place to be implemented.
Technical issues during the game such as server issues, or server crashes	● Implement a snapshot system to backup users data.
One or multiple team members resign from the project, delaying work and creating the need for new employee/s.	● Include sufficient buffer time and ensure workloads are organized to reduce the impact of the delay caused due to team member/s resigning.
	●
	●
	●

PROJECT ORGANIZATION

ROLES AND RESPONSIBILITIES

This section describes the key roles supporting the project.

Name & Organization	Project Role	Project Responsibilities
Lindsay Chung	Product Owner	- Lead the team through tasks to achieve milestones and objectives. - Identify risks that impact the project progress and ensure that they are managed so that it does not reoccur. - Keep all stakeholders informed of progress and issues. - Ensure that all project team members understand their roles and responsibilities.
Yu Yin Lin (Sean)	Project team	- Provide functional expertise in an administrative process - Work and communicate with user to make sure the project meet the business needs - Document and analyze the current and future process - Define requirement for reporting
Tony Zaturoski	Project team	- Provide functional expertise in an administrative process - Work and communicate with user to make sure the project meet the business needs - Document and analyze the current and future process - Define requirement for reporting
Anthony Oeum	SCRUM Master	- Facilitating the daily standup - Setting up retrospectives, sprint reviews or sprint planning sessions - Protecting the team from interruptions during the sprint - Removing obstacles that affect the team - Guiding the product owner through more technical user stories

		- Encouraging collaboration with the Product Owner - Helping the team maintain their burndown chart

STAKEHOLDERS (INTERNAL AND EXTERNAL)

Internal Stakeholders

- Project Manager
- CEO

External Stakeholders

- Developers
- Testers
- Financial Analyst
- Cloud provider

PROJECT CHARTER APPROVAL

The undersigned acknowledge they have reviewed the project charter and authorize and fund the *Stock Market Game* project. Changes to this project charter will be coordinated with and approved by the undersigned or their designated representatives.

Signature: _____ Date: _____

Print Name: Yu Yin Lin(Sean)

Title: _____

Role: Project Member

Signature: _____ Date: _____

Print Name: Lindsay Chung

Title: _____

Role: Product Owner

Signature: _____ Date: _____

Print Name: Tony Zaturoski

Title: _____

Role: Project Member

Signature: _____ Date: _____

Print Name: Anthony Ouem

Title: _____

Role: SCRUM Master

APPENDIX A: REFERENCES

The following table summarizes the documents referenced in this document.

Document Name and Version	Description	Location

APPENDIX B: KEY TERMS

The following table provides definitions for terms relevant to this document.

Term	Definition
GUI	Graphical User Interface – a type of interface that allows users to interact through graphical icons and visual indicators
RACI	Responsible-Accountable-Consulted-Informed matrix – used to define roles of personnel ● Responsible: the person who actually does the work ● Accountable: the person usually with the highest authority and accountability if something goes wrong ● Consulted: the person who is consulted before any decisions are made ● Informed: the person who is kept up to date with progress
RPN	Risk Priority Number – used to determine whether or not the risk will produce a high impact on the project
Severity	How much damage the risk will cause if it were to happen
Likelihood	The probability of the risk actually happening
Detection	Whether or not the risk will be easily detected by the team developing the project
Stakeholders	These are the people who are directly and indirectly affected by the project
Resources	Resources include people, budgeting, skills, and materials needed throughout the project
Milestones	Significant points in the project where a specific goal is reached